MICRO MEDIA MAGAZINE™

ATARI* EDITION

VOLUME 1
INDEX

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VOLUME I ISSUE # 1

1. PROBOWL	A BASIC game of bowling. One to four players. Uses player/missile graphics.
2. LANDER	A BASIC moon landing simulation. Requires one paddle controller.
3. BIGBANG	A BASIC brain tease for one player. Try to recreate the theory of the universe!
4. TAPEDUPE	A BASIC program to load, examine and copy machine language cassettes.
5. TVTEST	A BASIC utility to aide in aligning your color TV or color monitor.
6. QUIKEDIT	A BASIC page editor to allow generation of text and saving it to diskette for later recall. This is an M-Cubed feature article.
7. CHECKERS	A BASIC simulation of a fast game of checkers. Uses redefined character set.
8. PATTERNS	A BASIC demonstration program. Generates random symmetrical patterns: quilts, belts and stars.

VOLUME I ISSUE # 2

1. PERSONAL FINANCE (Part 1)	This is a set of powerful BASIC programs and utilities that will provide for the input and analysis of all personal of small business financial transactions. So personalized and easy to use you'll want to start using it immediately.
2. QUIKEDIT UPDATE	As promised, additional features have been added to the text editor presented last issue. CHAINING and PRINTING are now supported. Updated instructins are included in QUIKEDIT.DOC.
3. YATZEE	This is the popular dice game for one to three players. Continuous score board display. Requires one joystick.
4. SAUCER SHOOT	Here's one for the kids and adults alike. Shoot down the flying saucers as they randomly fly by. This BASIC program develops good eye - and - hand coordination. Requires one joystick.
5. FRONT COVER	Very Interesting..... DON'T Miss it.
6. FANFARE	This is a stand alone version of the musical introduction for the FRONT COVER. Use it with your next pet project.
7. REVIEW	MISSLE COMMAND
8. EDITORIAL	

VOLUME I ISSUE # 3

1. PERSONAL FINANCE (Part 2)	This installment of PERSONAL FINANCE provides the features of bank statement reconciliation, monthly budget/catagory entry, graphical analysis of budget/ expenses, and report printout. Plus updates to Part 1 Programs. Truely a powerful software package.
2. SUPERDUP	This is a very special disk utility that will copy any ATARI formatted diskette regradless of data. Performes a sector by sector copy of the diskette. This utility is made part of ATARI DOS 2.05.
3. CARTCOPY	This program will copy many ROM cartridge programs and store it as an autorun or autoboot file on diskette. This works for both language and game cartridges. DOS 2.05 has been modified to allow the RUN CARTRIDGE (B) command to work with these RAM resident programs.
4. DISK LABEL	Included with this issue is a sample set of labels that will fit onto your diskette. DISK LABEL will print the diskette directory onto the label in condensed format using an EPSON MX-80 printer or equivalent.
5. FRONT COVER	Another in a series of unique animation sequences from MICRO MEDIA MAGAZINE.
6. EDITORIAL	Bits and pieces of information that may prove useful to some readers.

VOLUME I ISSUE # 4

1. MAPLE LEAF RAG	This well done rendition of a popular Scott Joplin tune is especially fun because it is interactive!
2. BUFFY	The performance technique is quite different from the piece above, but the effect is still quite dazzling! BUFFY was orginally created with the MUSICAL COMPOSER but is here played from BASIC.
3. ADDRESS FILE	This is a useful program for storing names and addresses and creating mailing labels. It is menu drive and very ease to use.
4. BOOTCOPY	Use this valuable utility for making backups of your your cassette boot programs onto disk.
5. CAR RACE	Here is a fast, exciting game to test your reflexes and concentration. You race a car along a curvy track which becomes more narrow as the game progresses!
6. COMPUCOURSE 1	This is the first installment of a series of unique interactive tutorials. The approach is to demonstrate it with an example. If possible the reader is asked to participate. The many useful techniques presented should be of intrest to all programmers, novice and advanced.

VOLUME I ISSUE # 5

1. DANCE RAG	Another music selection from the author of MAPLE LEAF RAG and is interactive!
2. COMPUCOURSE 2	Compucourse 2 deals with the Screen Editor! This lesson in the intricacies of your Atari features all the things you always wanted to know about the screen editor, but were afraid to ask. It also has some interesting PEEKs
3. BIORHYTHMS	This will compute what kind of a day you are going to have.
4. PROTECTOR	Review on the game PROTECTOR.
5. HANGMAN	This is a graphics version of the game HANGMAN.
6. NEW PATTERNS	Modification to PATTERNS in Issue #1.
7. DATA SEPARATOR	Information on DATA SEPARATOR for the ATARI 810.
8. EDITORIAL	

VOLUME I ISSUE # 6

1. PINEAPPLE RAG	Another great rag music selection by Martin Zeichner.
2. COMPUCOURSE 2.5	Examples of how to use player-missile graphics under joystick control and how to display rainbow characters.
3. DESIGNER	A program to draw interesting graphics designs. It will draw designs until one of the console switches is pressed.
4. FRONT COVER	This month's front cover is dedicated to all science-fiction fans!
5. FORUM	Questions and comments from our readers.
6. 'TRAI TRASH	Interesting hints and tips about your ATARI.In this edition of "Trash" contains a great "one-line" program.
7. REVIEWS	Reviews of three new programs for your ATARI.
8. L'ART	A program which allows you to draw your own graphic art on the screen of your ATARI and includes may helpful options.
9. EDITORIAL	Crafty comments by the editior.